

Cont
E¹
sending the requested data with data to be currently sent, said sending step including multiplexing the requested data and the data to be currently sent.

2. (Twice Amended) A method of claim 1, wherein said information includes values indicating a damaged portion of a data packet originally sent.

Sub F¹ 4. (Twice Amended) A method of claim 2, wherein said values indicating the damaged portion indicates a memory address for a range of data packets in a buffer, said range of data packets corresponding only to the damaged portion of the data packet originally sent.

E² 5. (Twice Amended) A video data sending and resending method between a coder and decoder, comprising:

storing video data in at least one buffer;

packetizing the video data from said at least one buffer and sending the resultant video data packet to a receiver;

receiving a resend request message of video data if an error is detected in the sent data, the resent request message including information identifying an area of a buffer where the requested video data is stored, said buffer area including only the requested video data in error; and

Cont
F²
sending the requested video data with video data to be currently sent from said at least one buffer to the receiver, wherein said step of sending the requested video data includes multiplexing the requested video data and the video data to be currently sent.

6. (Amended Three Times) The method of claim 5, wherein said information includes values to indicate a damaged portion of the video data packet.

Sub F¹ > 8. (Amended Three Times) The method of claim 7, wherein the resending request message contains values indicating a memory address and range of block units corresponding only to the damaged portion of the video data packet; and

F³
wherein the step of sending the requested video data comprises sending the range of block units corresponding to the damaged portion of the requested video data with the video data to be current sent, based upon said values.

Sub F¹ > 13. (Amended Three Times) A video coding and decoding system, comprising:
F⁴
at least one buffer;
a video data coding processor storing a compressed video data in said at least one buffer;
a data sending processor configured to packet the video data from the at least one buffer and transmit the video data packets; and

CONT
E4

a data receiving processor configured to receive the video data packets and send a resend request message of a video data to the data sending processor if an error is detected, the resend request message including information identifying an area of a buffer where the requested video data is stored, said buffer area including only the requested video data in error,

wherein the data sending processor is further configured to multiplex the requested video data and video data to be currently sent from said at least one buffer to the data sending processor.

14. (Amended Three Times) The system of claim 13, wherein said information includes values indicating a damaged portion of the video data packet.

Please add new claims 28-33 as follows:

SUB F1
E5

28. (New) A data resending method, comprising:
receiving a resend request message of data received in error; and
multiplexing the requested data with data to be currently sent, said requested data including only the data received in error.

29. (New) The method of claim 28, wherein the resend request message includes information identifying a storage area where the requested data is stored, said storage area including only the requested data received in error.

SUB F1 30. (New) The method of claim 29, wherein the information includes a first value indicative of an initial address in which the requested data is stored in a buffer and a second value indicative of a range of addresses of the buffer storing the requested data.

CONF E5 31. (New) The method of claim 29, wherein the storage area is included in a buffer having a plurality of storage areas each identified by a variable-length code, and wherein the information includes a variable-length code corresponding to the storage area.

32. (New) The method of claim 28, wherein the multiplexing step includes multiplexing the requested data and the data to be currently sent over a single channel to a receiver.

33. (New) The method of claim 31, wherein the single channel is a logical channel.